SNSP-AZWP-EUR

Instruction booklet

TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

TITUS

WHIZZ™

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THE GAME

Our furry friend Whizz, in his hot air balloon, is being chased around the mystical Worlds by his arch-enemy, Ratty. From the South Seas Beaches to the Frozen Arctic Waste, and from the Green Grassed Castle to Whizz's favorite Indoor World of Gamesville, the chase never ends!

After leaving his trusty balloon, Whizz needs to collect as many items as possible to help him reach the end of each stage of each of the Worlds.

Hint: When you get stuck on a puzzle, look around the immediate area; you may find something to help you or see an item that will give you a clue on how to solve the puzzle. Sometimes you may need to push, slide, move, or interact with parts of the background in order to overcome the problem.

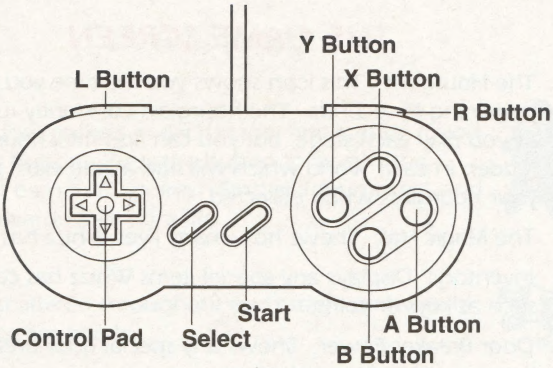
You will also find other collectibles on each level that will prove useful in your quest.

OPTIONS PAGE

Before you begin play in the first stage, you may want to adjust some of the options available on the Options Page.
To do so, select the word "Options" on the title screen and press the START button.

Level of difficulty: Easy, Normal (default setting), or Hard.
Music and Sound Effects: On (default setting) or Off.

Control type A is the default control setting, but can be changed.



GAME CONTROLS

Whizz uses his spinning ability to defeat his opponents. Spinning is the only way he can beat them, even though it takes up some of his energy (except on the Easy setting). Spinning into an enemy will destroy the enemy, who will drop either a red or blue mushroom. These mushrooms can be collected or can be destroyed by touching them while spinning. Beware of enemies that are red and white—they are unaffected by Whizz's spin attack, and should be avoided.

The default control setting is A. If this is the setting you are using, the controls are as follows:

1. Start button: Pauses and unpauses the game.

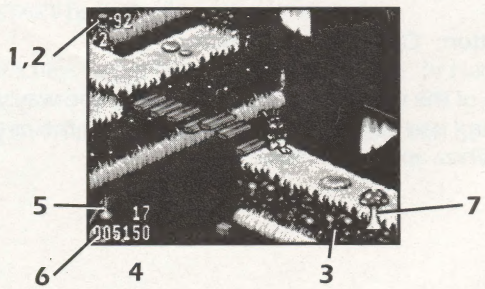
2. Y button: Sends Whizz into his spin attack.

3. B button: Causes Whizz to jump.

Because of the way the Worlds are viewed, the way you move the control pad arrows will differ slightly from the direction in which Whizz appears to move.

THE GAME SCREEN

1. The Hourglass: This icon shows you the time you have remaining in seconds. The hourglass constantly runs down as you play each stage, but you can find mini-hourglasses hidden in each World which will add a little extra time to your hourglass when collected.
2. The Magic Hat: Shows how many lives Whizz has left.
3. Inventory: Displays any special items Whizz has collected, such as keys or coins.
4. Door Breaker Power: Shows any special door breaker bonuses Whizz has picked up.
5. Flags: Tells you how many flags have been collected in the current stage.
6. Score: Displays your overall game score. Points are awarded for collecting bonuses and spinning enemies. Extra lives are awarded for every 1000 points earned, and if you launch all 4 rockets in a level.
7. Energy: The Energy Mushroom shows how much energy Whizz has. At the start of the level you have the maximum energy available; this energy is drained by bumping into monsters. Each time you kill a monster, a Red or Blue mushroom may appear. You can replenish your Energy Mushroom by quickly collecting a Red mushroom before it becomes a poisonous Blue mushroom. And don't forget—monsters that are red and white are indestructible, so avoid them at all cost to preserve your energy.



BONUSES

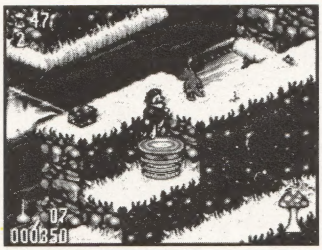
ROCKETS:
There are four rockets in each stage, and can be found near a red button. Press the button to launch the rocket and earn 1000 points. Find all four rockets, and you'll be awarded an extra life.

FLAGS:
Flags are scattered throughout each stage and should be collected for points.

KEYS:
These are used to open wooden doors that have keyholes, treasure chests, and cages.

MINI HOURGLASSES:
Mini hourglasses are hidden in each stage that will add extra time to your Hourglass. When you've completed a stage, each unit of time remaining in your Hourglass gives you a 100 point bonus.

DOOR BREAKERS:
There are many different doors that Whizz needs to break through in order to progress in the game. These doors are made from various materials of different strengths. To break through a door, you must collect either the correct breaker block or one of higher strength for the door you are trying to break through. The different door types are Ice, Wood, Brick, and Iron.



Ice,

Brick

Iron

GEMS:
Collect any Gems you find to earn 200 extra points.

POISON:
Collecting poison slowly decreases your energy until either you lose a life or find the First Aid Box.

FIRST AID BOX:
Collecting the First Aid Box removes any poison effects.

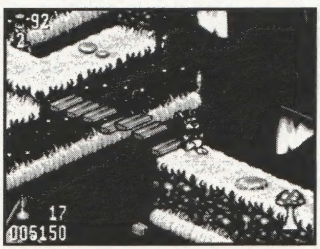
POTION:
Potions greatly increases your mushroom's energy level.

FINISHING A STAGE

To successfully complete each stage, Whizz must find his balloon before his Hourglass runs out of time. The area just before the balloon will have a black and white checkerboard pattern on the ground.

When Whizz reaches his balloon, he will be awarded bonus points depending on how well he did in passing the stage. Bonus points are awarded as follows:

50 points for each flag collected.
20 points for each second of time remaining.
1000 points for each rocket launched.



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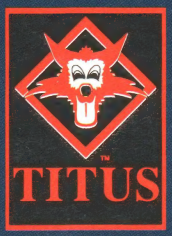

TITUS
310 avenue Daniel Perdrigé
93370 MONTFERMEIL
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Titus Ltd.
United House North Road
London N7 9 DP.
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Printed in Japan
Imprimé au japon